



# SUPER SMASH BROS.<sup>TM</sup>

for  
NINTENDO  
3DS



NINTENDO 3DS<sup>TM</sup>



**Nintendo®**

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# BASIC CONTROLS

## Controls

### Slide

Slide as you normally would



### Tap

Slide quickly as if flicking it



## Move



Walk



Crouch



Dash



Jump

You can also jump with (X)/(Y)



Drop through



Grab

Shield



Jump



Midair Jump



Attacks



Standard Attack



Strong Attack

● Attack in the direction you slide



Smash Attack

● Launch opponents in the direction you tap



Special Moves



For more details, please refer to Fighters.



Taunt

START

Pause

\*The controls can be adjusted in Options.







# FIGHTERS







Various fighters will join the battle as you play. You can customize their special attacks and even adjust their strengths.







You can copy your custom characters over to a Super Smash Bros. for Wii U game!

See the Super Smash Bros. for Wii U e-manual for more details.











 <b>MARIO™</b>	<b>Fireball</b>	<b>Cape</b>	<b>Super Jump Punch</b>	<b>F.L.U.D.D.</b>	<b>FINAL SMASH</b> <b>Mario Finale</b>
	 (B)	 ◀(C)▶+(B)	 ↑(C)+(B)	 ↓(C)+(B)	 (B)
	Shoot fireballs from your palm.	Deflect projectiles and turn players around.	Jump up to hit opponents multiple times.	Shoot water to push opponents back.	Unleash a giant fireball that spreads vertically.

 <b>DONKEY KONG™</b>	<b>Giant Punch</b>	<b>Headbutt</b>	<b>Spinning Kong</b>	<b>Hand Slap</b>	<b>FINAL SMASH</b> <b>Konga Beat</b>
	 (B)	 ◀(C)▶+(B)	 ↑(C)+(B)	 ↓(C)+(B)	 (B)
	Charge with (B), and then press again to punch.	Headbutt opponents on the ground to bury them.	Spin for a combo attack. Can move left or right.	Slap the ground to hit foes with shock waves.	Press (A) in time with the music to attack foes.

 <b>LINK™</b>	<b>Hero's Bow</b>	<b>Gale Boomerang</b>	<b>Spin Attack</b>	<b>Bomb</b>	<b>FINAL SMASH</b> <b>Triforce Slash</b>
	 (B)	 ◀(C)▶+(B)	 ↑(C)+(B)	 ↓(C)+(B)	 (B)
	Fire an arrow that gains strength if charged.	Can pull foes in when the boomerang returns. Control the angle with (C).	Can be charged. Use it in midair to rise up.	Pull out a throwable bomb.	Use the Triforce to seal and slash at foes.









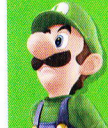




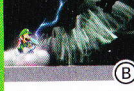
	<b>Charge Shot</b>	<b>Missile</b>	<b>Screw Attack</b>	<b>Bomb</b>	<b>FINAL SMASH</b> <b>Zero Laser</b>
					
	Charge energy, and fire a shot with (B).	Slide (C) for a homing missile. Tap (C) for a super missile.	Jump into opponents to hit and launch them.	Drop a small timed bomb. The bomb blast can propel you upward.	Fire an enormous laser. Control the angle with (C).







	<b>Egg Lay</b>	<b>Egg Roll</b>	<b>Egg Throw</b>	<b>Yoshi Bomb</b>	<b>FINAL SMASH</b> <b>Super Dragon</b>
					
	Immobilize opponents by putting them in eggs.	Roll around and attack foes. You can change directions and jump while rolling.	Increase toss distance by charging.	Jump up and then slam down.	Sprout wings, and spit big fireballs with (B).

	<b>Inhale</b>	<b>Hammer Flip</b>	<b>Final Cutter</b>	<b>Stone</b>	<b>FINAL SMASH</b> <b>Ultra Sword</b>
					
	Inhale foes, and copy their standard special moves.	Attack with a hammer. Can be charged.	Strike up and down. Sends out a shock wave.	Transform into a heavy object, and then drop.	Use a giant sword to repeatedly hit foes.

	<b>Blaster</b>	<b>Fox Illusion</b>	<b>Fire Fox</b>	<b>Reflector</b>	<b>FINAL SMASH</b> <b>Landmaster</b>
					
	Fire a high-speed blaster.	Move like a blur.	Tackle while engulfed in flames.	Reflect incoming projectiles and increase their power.	Hop aboard a tank. Press (C) down to make it roll.

	<b>Thunder Jolt</b>	<b>Skull Bash</b>	<b>Quick Attack</b>	<b>Thunder</b>	<b>FINAL SMASH</b> <b>Volt Tackle</b>
					
	Fire bouncing balls of electricity.	Charge it to increase the power and distance.	Dash up to twice in the directions of your choosing.	Call down lightning to strike opponents.	Fly around and shock foes. Press (A)/(B) to surge.

	<b>Fireball</b>	<b>Green Missile</b>	<b>Super Jump Punch</b>	<b>Luigi Cyclone</b>	<b>FINAL SMASH</b> <b>Poltergust 5000</b>
					
	Shoot a fireball that flies straight ahead.	Charge it to dive across the stage. Sometimes backfires.	A rising punch that can deal great damage at the start of the move.	Spin and strike foes. Rise by repeatedly pressing (B).	Vacuum up opponents, and send them flying.

	<b>Falcon Punch</b>	<b>Raptor Boost</b>	<b>Falcon Dive</b>	<b>Falcon Kick</b>	<b>FINAL SMASH</b> <b>Blue Falcon</b>
					
	A splendid punch. Punch backward for more power.	Get close, and unleash an uppercut. Changes if used in midair.	Jump up, grab, and send foes flying with an explosion.	A flaming dash kick. Plunge down if used in midair.	Introduce nearby foes to the Blue Falcon.

	<b>Toad</b>	<b>Peach Bomber</b>	<b>Peach Parasol</b>	<b>Vegetable</b>	<b>FINAL SMASH</b> <b>Peach Blossom</b>
					
	Launch a counterattack if an enemy hits Toad.	Tackle with a hip attack, but try not to miss.	Open and close the parasol with (C) to change gliding speed.	Pluck throwable veggies or items from the ground.	Put foes to sleep, and produce some giant peaches.





### Fire Breath



Breathe fire. Change the direction with ○.

(B)

### Flying Slam



Grab foes, jump up, and body-slam them.

○ + B

### Whirling Fortress



Spin inside your shell, and hit foes with your spikes.

○ + B

### Bowser Bomb



Drop down, and smash opponents with your rump.

○ + B

### FINAL SMASH

### Giga Bowser



Transform into Giga Bowser, who doesn't flinch at all.

(B)



### Nayru's Love



Repel projectiles, and damage enemies with a crystal.

(B)

### Din's Fire



Fire magic that explodes when you release ○.

○ + B

### Farore's Wind



Warp in the direction of your choosing.

○ + B

### Phantom Slash



Summon a Phantom to slash foes in front of you. Can be charged.

○ + B

### FINAL SMASH

### Light Arrow



Shoot an arrow of light that annihilates opponents.

(B)



### Needle Storm



Throw needles at opponents. Can be charged.

(B)

### Burst Grenade



Throw a stealthy grenade. Release ○ to pull the pin.

○ + B

### Vanish



Vanish in an explosion, and warp in any direction.

○ + B

### Bouncing Fish



Flip through the air, and strike foes with your heel.

○ + B

### FINAL SMASH

### Light Arrow



Shoot an arrow of light that annihilates opponents.

(B)



### Shield Breaker



Thrust your sword forward to break shields.

(B)

### Dancing Blade



A combo that you change by sliding ○ up or down. Can hit four times.

○ + B

### Dolphin Slash



Strike upward as you rise through the air.

○ + B

### Counter



Prepare for an attack, and strike back if hit.

○ + B

### FINAL SMASH







### Critical Hit















Unleash a full-powered attack to launch foes.






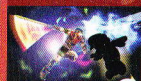
(B)









	<b>Mach Tornado</b>	<b>Drill Rush</b>	<b>Shuttle Loop</b>	<b>Dimensional Cape</b>	<b>FINAL SMASH</b> <b>Galaxia Darkness</b>
	 Spin and strike enemies. Press (B) repeatedly to spin longer.	 Spin into opponents with your sword.	 Slash and fly in a circle, and then rise upward.	 Warp in any direction. Hold (B) to perform an additional attack.	 Drag opponents into darkness and slash them.



	<b>Palutena's Bow</b>	<b>Upperdash Arm</b>	<b>Power of Flight</b>	<b>Guardian Orbitars</b>	<b>FINAL SMASH</b> <b>Three Sacred Treasures</b>
	 Fire a guidable arrow. You can also point the bow up.	 Dash forward and uppercut opponents.	 Fly through the air in any upward direction.	 Shield your front and back. Will reflect projectiles.	 Unleash the power of the Three Sacred Treasures.







	<b>Paralyzer</b>	<b>Plasma Whip</b>	<b>Boost Kick</b>	<b>Flip Jump</b>	<b>FINAL SMASH</b> <b>Gunship</b>
	 Fire an energy blast that stuns enemies. Can be charged.	 Attack foes with an energy whip. Can grab on to edges.	 Rise into the air, kicking multiple times.	 Flip through the air, and kick enemies into the ground.	 Jump into your Gunship and shoot lasers at opponents.

	<b>Eruption</b>	<b>Quick Draw</b>	<b>Aether</b>	<b>Counter</b>	<b>FINAL SMASH</b> <b>Great Aether</b>
	 Plunge your sword into the ground. Can be charged.	 Lunge forward, and slash at any foe in your path. Can be charged.	 Throw your sword up, jump to grab it, and slash down.	 Counter an opponent's attack. Power is based on strength of enemy attack.	 Launch foes into the air, and slash at them repeatedly.

	<b>Flamethrower</b>	<b>Flare Blitz</b>	<b>Fly</b>	<b>Rock Smash</b>	<b>FINAL SMASH</b> <b>Mega Evolution</b>
	 Breathe fire. Change the angle with (C).	 A powerful flaming tackle that also hurts you.	 Spiral into the sky, and hit opponents multiple times.	 Headbutt a rock, and send the shards flying.	 Evolve into Mega Charizard X. Breathe fire with (B).

	<b>Peanut Popgun</b>	<b>Monkey Flip</b>	<b>Rocketbarrel Boost</b>	<b>Banana Peel</b>	<b>FINAL SMASH</b> <b>Rocketbarrel Barrage</b>
	 Shoot peanuts. Can be charged and overcharged.	 Jump and grab a foe. Press (B) in midair to kick.	 Rocket through the air and tackle foes. Hold (B) to travel farther.	 Throw a banana peel behind you to trip foes.	 Fly around in the air while shooting peanuts.

	<b>Inhale</b>	<b>Gordo Throw</b>	<b>Super Dedede Jump</b>	<b>Jet Hammer</b>	<b>FINAL SMASH</b> <b>Dedede Burst</b>
	 Inhale opponents, and spit them out as stars.	 Send a spiky Gordo flying. Can change trajectory with (C).	 A big jump followed by a downward crash.	 Charge by holding (B). Charging for too long hurts!	 Foes pulled in are pummeled with hammer blows.

	<b>Pikmin Pluck</b>	<b>Pikmin Throw</b>	<b>Winged Pikmin</b>	<b>Pikmin Order</b>	<b>FINAL SMASH</b> <b>End of Day</b>
	 Pluck up to three Pikmin out of the ground.	 Thrown Pikmin cling to foes and deal damage.	 Rise with (B), and steer with (C) using these Winged Pikmin.	 Recall Pikmin that have been separated from the group.	 Take to the sky as wild beasts attack your foes.





LUCARIO

### Aura Sphere



Charge a ball of energy to use on your foes.

(B)

### Force Palm



A blast of aura energy. Will grab opponents if they close enough.

(B)

### Extreme Speed



A dash through the air that can be steered with (C).

(B)

### Double Team



Generate a second Lucario, and then counterattack.

(B)

### FINAL SMASH

### Mega Evolution



Evolve into Mega Lucario. Aura power rises to max.

(B)



TOON LINK

### Hero's Bow



Shoot arrows. Can be charged with (B).

(B)

### Boomerang



Does damage on the way out and on return. Change the angle with (C).

(B)

### Spin Attack



Charge with (B). Use it in midair to rise up.

(B)

### Bomb



Take out a bomb that can be thrown.

(B)

### FINAL SMASH

### Triforce Slash



Use the Triforce to seal foes, and then slash at them.

(B)



VILLAGER

### Pocket



Store an item with (B). Press (B) again to draw it.

(B)

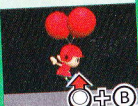
### Lloid Rocket



Launch Lloid sideways. Hold down (B) to ride Lloid.

(B)

### Balloon Trip



Use balloons to float through the air with (C).

(B)

### Timber



Plant a seed, water it to grow a tree, and then fell it with an axe.

(B)

### FINAL SMASH

### Dream Home



Trap opponents in a house, and then launch them.

(B)



WII FIT TRAINER

### Sun Salutation



Store energy with (B). Release at full power to heal.

(B)

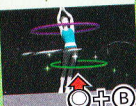
### Header



Send a ball flying with a header.

(B)

### Super Hoop



Use a hoop to rise, pressing (B) rapidly to rise faster.

(B)

### Deep Breathing



Press (B) when the circles overlap to gain a boost.

(B)

### FINAL SMASH

### Wii Fit




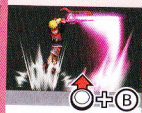





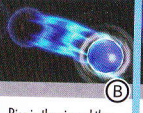


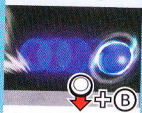

Launch yoga-pose silhouettes in front of you.


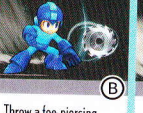


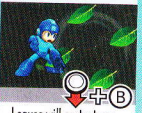

(B)










 <b>ROBIN</b>	<b>Thunder</b>	<b>Arcfire</b>	<b>Elwind</b>	<b>Nosferatu</b>	<b>FINAL SMASH</b> <b>Pair Up</b>
	 A magical thunder attack. Gains power when charged. (B)	 Summon a ball of fire that bursts into a pillar when it hits. (B)	 Fire wind magic downward to jump. (B)	 Grab foes with a dark curse, and heal with their energy. (B)	 Fight alongside Chrom, unleashing multiple blows together. (B)



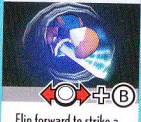



 <b>SHULK</b>	<b>Monado Arts</b>	<b>Back Slash</b>	<b>Air Slash</b>	<b>Vision</b>	<b>FINAL SMASH</b> <b>Chain Attack</b>
	 Press (B) to cycle through Arts. Arts increase particular stats. (B)	 A powerful slash. Strike from behind for more damage. (B)	 Leap with a sword swing. Press (B) to swing again. (B)	 Predict an attack, prepare, and counter the attack. (B)	 Send foes flying from repeated attacks by Shulk and friends. (B)


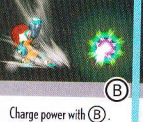

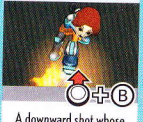


 <b>SONIC</b>	<b>Homing Attack</b>	<b>Spin Dash</b>	<b>Spring Jump</b>	<b>Spin Charge</b>	<b>FINAL SMASH</b> <b>Super Sonic</b>
	 Rise in the air, and then dash at the closest fighter. (B)	 Spin while dashing forward. Can be charged. (B)	 Deploy and use a spring to jump high. (B)	 Dash forward. Repeatedly press (B) to charge. (B)	 Move at super-high speed, and deal damage on contact. (B)

 <b>MEGA MAN</b>	<b>Metal Blade</b>	<b>Crash Bomber</b>	<b>Rush Coil</b>	<b>Leaf Shield</b>	<b>FINAL SMASH</b> <b>Mega Legends</b>
	 Throw a foe-piercing blade, aimed with (B). (B)	 Launch a timed bomb that attaches to fighters or the terrain. (B)	 Jump off the coil on the back of your trusty partner, Rush. (B)	 Leaves will protect you from attacks and can be fired with (B). (B)	 Team up with Mega Man heroes for one big blast. (B)

 <b>PAC-MAN</b>	<b>Bonus Fruit</b>	<b>Power Pellet</b>	<b>Pac-Jump</b>	<b>Fire Hydrant</b>	<b>FINAL SMASH</b> <b>Super PAC-MAN</b>
	 Throw a variety of objects with (B). (B)	 Release Power Pellets in a direction determined with (B). (B)	 Attack while bouncing on a trampoline. (B)	 Drop a fire hydrant that sprays water, pushing foes. (B)	 Use (B) to move and eat opponents, launching them. (B)

 <b>Mii BRAWLER</b>	<b>Shot Put</b>	<b>Onslaught</b>	<b>Soaring Axe Kick</b>	<b>Head-On Assault</b>	<b>FINAL SMASH</b> <b>Omega Blitz</b>
	 Throw an iron ball in an arc. (B)	 Rush forward to deliver a flurry of kicks. (B)	 Hit 'em up, and then hit 'em down with an axe kick. (B)	 Crash headfirst into the ground. (B)	 Hit foes up with an uppercut and then with a rush of attacks. (B)

 <b>Mii SWORDFIGHTER</b>	<b>Gale Strike</b>	<b>Airborne Assault</b>	<b>Stone Scabbard</b>	<b>Blade Counter</b>	<b>FINAL SMASH</b> <b>Final Edge</b>
	 Create a tornado with the edge of your blade. (B)	 Flip forward to strike a foe. Can be charged. (B)	 A high jump and downward thrust to launch foes. (B)	 A defensive stance that counters enemy attacks. (B)	 Send multiple damaging shock waves at your foes. (B)

 <b>Mii GUNNER</b>	<b>Charge Blast</b>	<b>Flame Pillar</b>	<b>Lunar Launch</b>	<b>Echo Reflector</b>	<b>FINAL SMASH</b> <b>Full Blast</b>
	 Charge power with (B). Press (R) to save for later. (B)	 Launch a blast diagonally that creates a fire pillar. (B)	 A downward shot whose recoil sends you flying. (B)	 Reflect enemy projectiles at greater-than-original power. (B)	 Fire three beams, blasting anyone in front of you. (B)





**ROSALINA**

**Luma Shot**



Launch Luma forward.  
Hold down (B) to send  
Luma farther.

**Star Bits**



Luma shoots off  
stardust, even if far  
away from Rosalina.

**Launch Star**



An elegant flight through  
the air. Adjust direction  
with (C).

**Gravitational Pull**



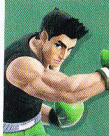
Draw items safely toward  
you, injuring foes on the way.

**FINAL SMASH**

**Power Star**



Shoot out stars that  
burst at the end.



**LITTLE  
MAC**

**Straight Lunge**



A devastating punch.  
Press (B) to charge and  
again to release.

**Jolt Haymaker**



Avoid low attacks while  
throwing a flying hook.

**Rising Uppercut**



Perform a twisting uppercut  
while lunging upward.

**Slip Counter**



Pretext to take a hit, and then  
counter with an uppercut.

**FINAL SMASH**

**Giga Mac**

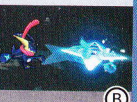


Transform into Giga Mac,  
improving your moves.



**GRENNINJA**

**Water Shuriken**



Unleash a water shuriken.  
Charge it with (B).

**Shadow Sneak**



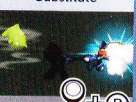
Hold (B) to move the shadow.  
Release (B) to attack.

**Hydro Pump**



Two bursts while airborne;  
(C) selects the direction.

**Substitute**



Deceive with a substitute,  
and then counter an attack.

**FINAL SMASH**

**Secret Ninja Attack**

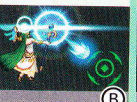


Flip up an opponent, and  
repeatedly attack.



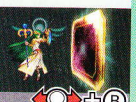
**PALUTENA**

**Autoreticle**



Automatically aim at an  
opponent, and fire shots.

**Reflect Barrier**



A wall appears that reflects  
projectiles and pushes foes.

**Warp**



Warp a set distance in  
the direction (C) is slid.

**Counter**



Defend with a shield, and  
then counter an attack.

**FINAL SMASH**

**Black Hole Laser**



Fire a laser after drawing  
in foes with a black hole.



The Official Seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

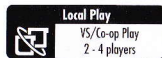
## FOR MORE INFORMATION, SEE THE BUILT-IN INSTRUCTION MANUAL

To view the built-in instruction manual, tap the button labeled "Manual" displayed on the HOME Menu.

## NEED HELP PLAYING A GAME?

For game play assistance, we recommend using your favorite Internet search engine to find tips for the game you are playing. Some helpful words to include in the search, along with the game's title, are: "walk through," "FAQ," "codes," and "tips."

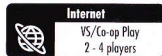
**THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO 3DS™ FAMILY OF SYSTEMS.**



**Local Play**

VS/Co-op Play  
2 - 4 players

ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH NINTENDO 3DS SYSTEM CONTAINING A SEPARATE GAME CARD.



**Internet**

VS/Co-op Play  
2 - 4 players

ALLOWS ONLINE PLAY THROUGH THE INTERNET.



**StreetPass™**

Connect to other  
Nintendo 3DS systems

ALLOWS AUTOMATIC SEARCH AND INFORMATION EXCHANGE WITH OTHER NINTENDO 3DS SYSTEMS.

**PLEASE CAREFULLY READ THE NINTENDO 3DS™ OPERATIONS MANUAL BEFORE USING YOUR SYSTEM, GAME CARD OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**

### **⚠ WARNING - 3D FEATURE ONLY FOR CHILDREN 7 AND OVER**

Viewing of 3D images by children 6 and under may cause vision damage.

Use the Parental Control feature to restrict the display of 3D images for children 6 and under. See the Parental Controls section in the Nintendo 3DS Operations Manual for more information.

### **⚠ WARNING - SEIZURES**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
  - Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

**Convulsions  
Altered vision**

**Eye or muscle twitching  
Involuntary movements**

**Loss of awareness  
Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

### **⚠ WARNING - EYESTRAIN AND MOTION SICKNESS**

Playing video games can result in eyestrain after a sustained period of time, and perhaps sooner if using the 3D feature. Playing video games can also result in motion sickness in some players. Follow these instructions to help avoid eyestrain, dizziness, or nausea:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, or every half hour when using the 3D feature, even if you don't think you need it. Each person is different, so take more frequent and longer breaks if you feel discomfort.
- If your eyes become tired or sore while playing, or if you feel dizzy or nauseated, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms, stop playing and see a doctor.



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## **WARNING - REPETITIVE MOTION INJURIES**

Playing video games can make your muscles, joints, or skin hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome or skin irritation:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, or arms become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

## **IMPORTANT LEGAL INFORMATION**

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